## Amendments to the Claims

## Please amend the claims as follows:

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1. (Currently amended): A method of performing multiple operations on a memory device, comprising:

dividing the memory device into k partitions, wherein k is an integer greater than or equal to two;

performing code operations from m code partitions out of k total partitions, wherein m is an integer greater than or equal to one; and

performing data operations from n data partitions out of k total partitions through low level functions accessed from the code partitions at approximately the same time as the code operations are performed from the m code partitions, wherein n is an integer greater than or equal to one; and

suspending the data operations of the n data partitions if a preempting operation is detected.

- 2. (Original): The method of claim 1, wherein the data partitions and the code partitions do not overlap each other in the memory device.
- 3. (Original): The method of claim 1, wherein the m code partitions and the n data partitions equal the k total partitions.
- 4. (Original): The method of claim 3, wherein each of the m code partitions are equal in size to each of the n data partitions.
- 5. (Original): The method of claim 3, wherein the m code partitions and the n data partitions are fixed in memory space.
- 6. (Original): The method of claim 1, wherein the memory device is a flash

memory.

- 7. (Original) The method of claim 6, wherein the flash memory is a flash electrically erasable read only memory (EEPROM) array.
- 8. (Currently amended): An apparatus comprising:

means for partitioning a memory device to a first plurality of partitions for storing code and a second plurality of partitions for storing data to enable multiple operations to be performed on a the memory device at the same time; and

means for tracking setting each of the partitions to a status mode to track operations performed on the memory device to restore interrupted tasks.

- 9. (Original): The apparatus of claim 8, further comprising a means for saving a preempted operation before entering an interrupt routine.
- 10. (Currently amended): The apparatus of claim 8, further comprising a means for restoring a preempted task operation following an interrupt routine.
- 11. (Currently amended): A memory array, comprising:
  - a plurality of partitions data partition;
  - a code partition;

a status mode to provide <u>a</u> partition status from the memory <u>device array if a</u>

<u>task request is received by the data partition, wherein if the partition status is</u>

<u>busy, an algorithm in the code partition determines whether the task request</u>

<u>preempts an existing task;</u>

a read mode to enable read code and data to be read from the memory device array; and

a write mode to enable write data to be written to the memory device array.

- 12. (Original): The memory array of claim 11, wherein the code is programmed into the memory array.
- 13. (Currently amended): The memory array of claim 11, wherein the write mode enables is also capable of performing erase operations to be performed on data stored in the memory array.
- 14. (Original): The memory array of claim 11, wherein the memory array is a flash memory array.
- 15. (Cancelled)
- 16. (Cancelled)
- 17. (Cancelled)
- 18. (Cancelled)
- 19. (Currently amended): An apparatus, comprising;

a memory device with k partitions, wherein k is an integer greater than or equal to two having a code partition and a data partition, wherein the code partition comprises a low level function that is performed on data stored in the data partition;

a flag to indicate when a suspend operation has occurred.

20. (Currently amended): The apparatus of claim 19, wherein the memory device comprises:

m-code partitions, wherein m is an integer greater than or equal to one; and n data partitions, wherein n is an integer greater than or equal to one low

second task of the data partition has a higher priority than a first task of the data partition.

- 21. (Original): The apparatus of claim 19, wherein the memory device is a flash memory.
- 22. (Cancelled)
- 23. (Cancelled)
- 24. (Cancelled)

partition; and

running a first operation en of a first partition of a memory array;
running a first operation en of a second partition of the memory array;
requesting a second operation to be performed on the first second

requesting a second operation to be performed on the <del>first</del> second

25. (Currently amended): A method, comprising:

operation of the second partition has a higher priority than the first operation of the second partition.

- 26. (Currently amended): The method of claim 25, further comprising: suspending the first operation of the second partition if the second operation has a higher priority than the first operation.
- 27. (Currently amended): The method of claim 26, further comprising:
  setting a flag to indicate that the first operation of the second partition
  must resume after the second operation is completed.
- 28. (Currently amended): The method of claim 26, further comprising:

running the second operation in of the first second partition.

29. (Currently amended): The method of claim 25, further comprising:

ignoring the request to perform the second operation of the second

partition if the first operation has a higher priority than the second operation.